

# INSTALLATION & OPERATION

The object of this game is to save the little pigs from the wolves.

### Controls

Two Way Joystick - moves the Mama pig in the cage up and down.

Fire Button - shoots the arrows or throws the meat from the cage.

### Defenses

Arrows - Shoot straight out from the cage to pop the balloons.

Meat - Picked up from the top of the hill, the meat is thrown by pushing the Fire Button. When holding a meat, the first time you push the Fire Button will throw the meat. (You should wait until you want to use the meat before you pick it up). The meat will pop all the balloons it touches on the way down.

Popping balloons with arrows gives 200 points, popping balloons with the meat gives 400 points.

The number of wolves in the rack is indicated in the upper left of the screen.

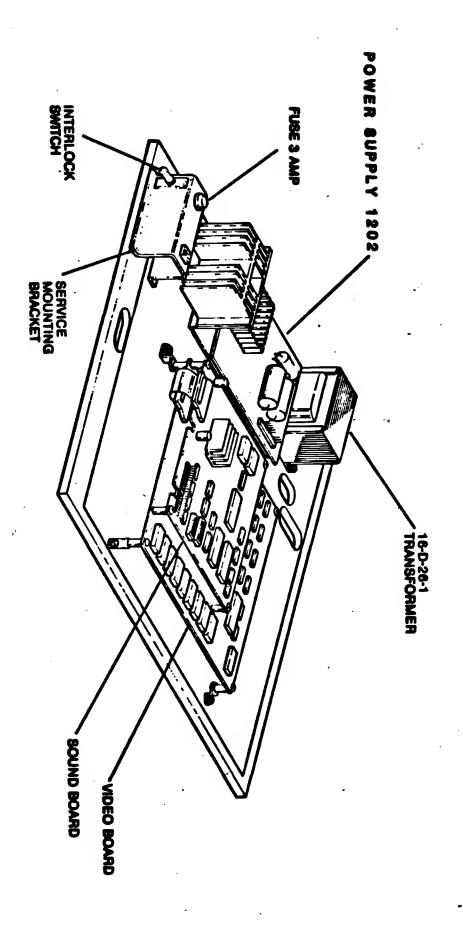
In the first rack, the wolves float down from the top of the tree on balloons. Keep the wolves from landing on the ground by popping the balloons with either the arrows or the meat. On the way down, the wolves will randomly throw accorns at the Mama pig trying to knock her out of the cage. Accorns can be blocked by bouncing them off the top or bottom of the cage. Accorns can only be shot with the arrows. Wolves that land on the ground will climb the ladder and try to bite you as you go by.

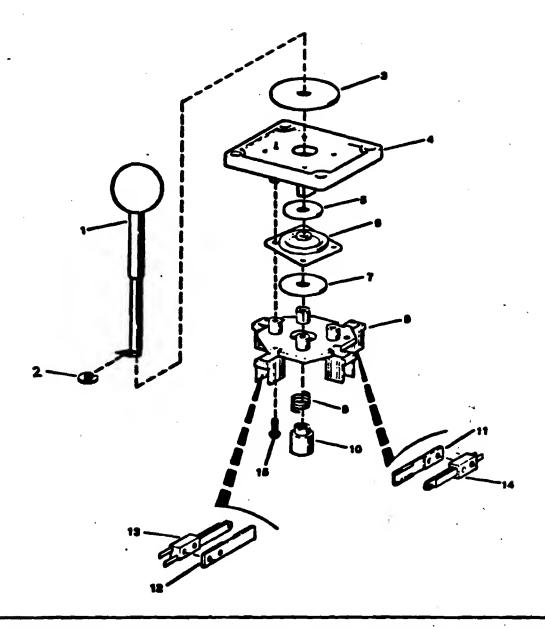
In the second rack, the wolves are trying to float up to the top of the cliff. Again try to pop the balloons with the arrows and the meat. In this rack the wolves are trying to push the rock off the top of the cliff to knock the cage off the rope. When seven wolves reach the top, they will then push the rock off the cliff. In this rack, it takes more than one arrow to pop some of the balloons.

After this, the first and second racks alternate, with increasing difficulty.

After every second rack is a bonus stage. There are two different bonus stages which alternate and get increasingly more difficult.

In the first bonus rack, use the meat only to pop the balloons. In the second rack, use the arrows only to shoot the strawberries. Bonus racks are timed, so shoot as fast as possible.





F	PARTS LIST FOR 2-WAY JOYSTICK ASSEMBLY NO.	. D-2357
ITEM NO.	DESCRIPTION	STERN PART NO
1	BALL HANDLE SHAFT	4A-457
2	RETAINING RING	17A-104-37
3	2" WASHER	3A-214
4	TOP PLATE	4A-494
5	BOTTOM WASHER	3A-215
. 6	DIAPHRAM	4A-456
7	FLAT WASHER	3A-216
8	SWITCH MOUNTING PLATE	4A-493
9	SPRING	5A-190
10	SWITCH ACTUATOR	4A-453
11,12	PLASTIC GUARD ACTUATOR	4A-449
13,14	MOLDED SWITCH	8A-325-1
15	And Dull Du Ocks	914-844

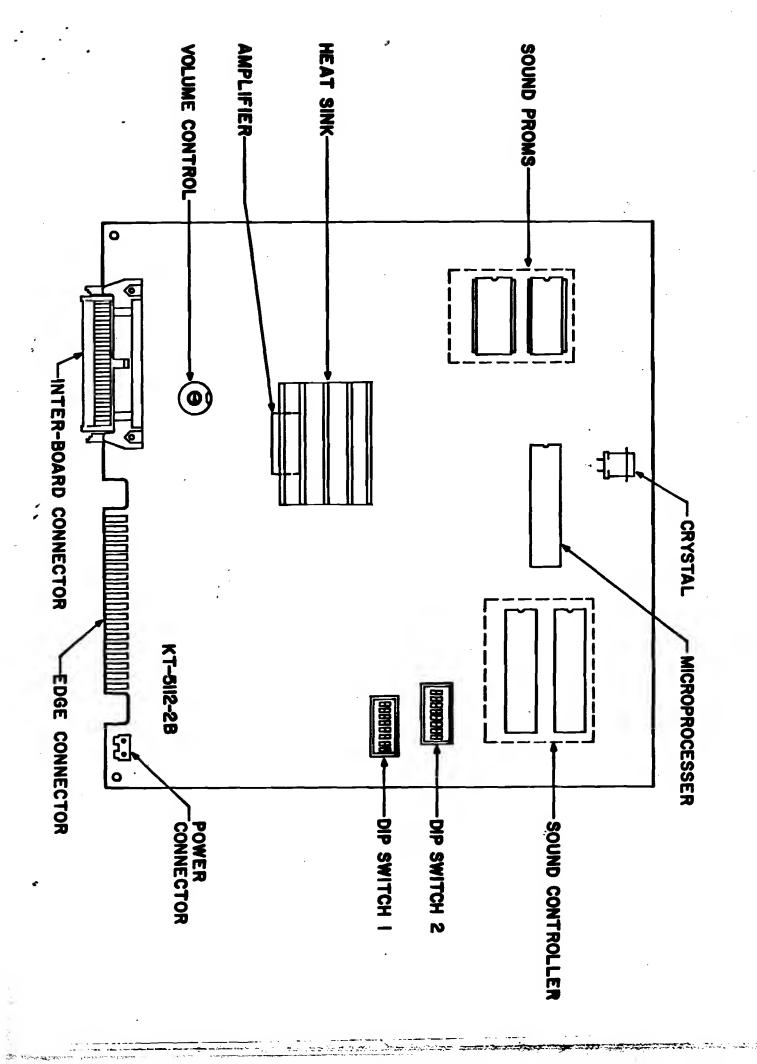
### O DIP1 SW SET

# 1. COIN 1 SW SET

S W	4	3	2	1	COIN	PLAY
0	OFF	OFF	OFF	OFF	1	1
			OFF	ON	1	2
			ON	OFF	1	3
			ON	ON	1	4
	OFF	ON	OFF	OFF	1	5
			OFF	ON	1	6
			ON	OFF	1	7
			ON	ON	2	1
	ON	OFF	OFF	OFF	2	3
			OFF	ON	2	5
			ON	OFF	3	1
			ON	ON	3	2
	ON	ON	OFF	OFF	3	4
			OFF	ON	4	1
			ON	OFF	4	3
			ON	ON	FREE	PLAY

# 2. COIN 2 SW SET

S W	8.	7	6	5	COIN	PLAY
0	OFF	OFF	OFF	OFF	1	1
			OFF	ON	1	2
			ON	OFF	1	3
			ON	ON	1	4
	OFF	ON	OFF	OFF	1	5
			OFF	ON	1	6
			ON	OFF	1	7
			ON	ON	2	1
	ON	OFF	OFF	OFF	2	3
			OFF	ON	2	5
			ON	OFF	3	1
			ON	ON	3	2
	ON	ON	OFF	OFF	3	4
			OFF	ON	4	1
			ON	OFF	4	3
		Ĺ	ON	ON	INVALI	DITY



# O DIP 2 SW SET

### 1. THE NUMBER OF PLAYERS

SW	2	1	NUMBER
0	QFF	OFF	3
	OFF	ON	4
	ON	OFF	5
	ON	ON	256

## 2. SWITCH FOR CHANGE OF TABLE OR UPRIGHT

SW	3	TYPE	
	OFF	TABLE Using I/O for 1 or 2 player	
0	ON	UPRIGHT Using I/O for only 1 player	

## 3. BONUS SET

SW	4	BONUS	POI	NTS
	OFF	A 50,000 every	80,000	
0	ON	B 30,000 every	70,000	

# 4. DIFFICULTY OF THE GAME

SW	7	6	5	DIFFICULTY
	OFF	OFF	OFF	1 (Easy)
	OFF	OFF	ON	2
	OFF	ON	OFF	3
0	OFF	ON	ON	4
	ON	OFF	OFF	5
	ON	OFF	ON	6
	ON	ON	OFF	7
	ON	ON	ON	8 (Difficult)

# . 6. MUSIC IN ATTRACT MODE

SW	8	MUSIC IN ATTRACT MODE	
	OFF	OFF	
0	ON	ON	

\* O SHOWS NORMAL SETTING

